

**WELCOME TO THE
RIVER CITY BILLIARDS ASSOCIATION
(2010-2011 SEASON)**

* VNEA, ACS, MIDWEST & IOMA *

“Please Read all rules as some things have changed for this coming year.”

**REVISED RULES AND PROCEDURES
NTS CHARTERHOLDER**

NOTICE TO CAPTAINS

Team captains are responsible for team members knowing the rules. Your rule information packet is solely your responsibility. Keep it in your possession and have it available at all league matches.



RIVER CITY BILLIARDS ASSOCIATION

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RULES AND AWARDS PROCEDURES

It shall be the policy of Nebraska Technical Services (NTS), and the River City Billiard Association to at all times play the game of 8-ball/9-ball in regular scheduled league or tournament competition in a manner that adheres strictly to the Official Rules of the game that are in effect at that time.

A. TOURNAMENT COMMITTEE

The tournament committee was formed on August 3rd, 2003 during the 2003 fall meeting. The committee's responsibilities are to help the league coordinator when necessary and run city tournaments. The tournament committee will also be the grievance committee. They will problem solve any issues or situations that may arise that the League Coordinator needs help with. Any major problems, they will meet within 48 hrs @ NTS to solve the problem. The League Coordinator and NTS will have the final decision. The new tournament committee members for 2010-2011 are the following: Dot Cyr, Charles Godfrey, Jr , Amy Hughes, John Mossman, Mike Brown, Shandy Faughn, Josh Vermule, Mo Thomson , Todd Smith, Richard Damausakus, and Brian Leisure.

B. RULE CHANGE

In accordance with this League policy, rules of the game of 8-ball/9-ball may be changed by the following:

1. All proposed rule changes will be discussed at the main meeting. This meeting will be held at the discretion of the league coordinator. Any new rules will be voted on by general membership and adopted (with a majority vote) as part of the new pool season's charter with the exception that VNEA rule changes will automatically be put into effect.
2. If at all possible, rule changes after play begins will be avoided. When needed, a proposed change will be submitted to the League Coordinator. It requires a general membership vote from all league players to change a rule after the season start date. Only rules that could seriously jeopardize league operation will be challenged after play begins.
3. Changes to League policy that effect format, nights of play, payback options, or tavern/location owners will first need approval from the charterholders.

C. TYPES OF LEAGUE DIVISIONS

The River City Billiard Association will consist of players organized into teams for regular scheduled competition. **ALL DIVISIONS ARE QUALIFIED FOR VNEA, IOMA & MIDWEST. All 5 person leagues will also be qualified for ACS.** All Leagues are eligible to play at IOMA with enough qualifying weeks in an Iowa Location.

Only 1 "A" player will be allowed on a team for any 5 person "B" leagues or short session leagues.

1. **MONDAY OPEN 8 BALL** 5-per team (men/women) 20-game match. (\$22 sanction fee for VNEA/MIDWEST/ACS)
2. **TUESDAY 9-BALL (OPEN)** 3-per teams (men/women)27-game match.(\$12 sanction for VNEA/MIDWEST)
3. **TUESDAY 8-BALL** 4-per teams (short session)16 game match.(1 A player per team)(\$12 sanction for VNEA/MIDWEST)
4. **TUESDAY WOMENS 8/9 BALL COMBO** 3 per team(12 game match)(\$22 sanction fee for VNEA/ACS/MIDWEST)
5. **WED WOMENS 8 BALL** 4 per teams (2 A players per team) 16-game match.(\$22 sanction for VNEA/MIDWEST/ACS)
6. **WED OPEN 8 BALL** 5-per team (men/wom) (2 A players per team)-20-game match.(\$22 sanction for VNEA/MIDWEST/ACS)
7. **THURSDAY OPEN 8 BALL** 4-per teams (men/women)(1 A player per team)(Sh. Session)(\$12 sanction for VNEA/MIDWEST)
8. **THURSDAY OPEN 8 BALL** 5-per team (men/women),20-game match.A & B Divisions(\$12 sanction for VNEA/MIDWEST)
9. **SATURDAY SCOTCH DOUBLES (8-BALL)** 4-per team (2 men & 2 women)(\$22 sanction for VNEA/ACS/MIDWEST)
10. **SUNDAY 9-BALL OPEN** 3-per team (men/women) (short session) 27 game match (\$12 sanction for VNEA/MIDWEST)
11. **SUNDAY 8-BALL OPEN** 5-per team (men/women) 20-game match.(\$12 sanction for VNEA/MIDWEST)

D. OBJECTIVES OF THE LEAGUE

1. To promote sportsmanship, goodwill, and unity among players of the game of 8-ball and 9-ball.
2. To offer rules, methods, and procedures to enhance the sportsmanship of the game so it may be played in an organized, competitive manner.
3. To provide local players the opportunity to match their skills against players from around the city, state, and U.S., and qualify these players for National competitions.
4. To safeguard League funds through security regulations, including the appointment of a league coordinator by Charterholder NTS, to control disbursement of funds.
5. To promote business and goodwill for the tavern owners and franchise holders.

E. REGULATIONS AND RIGHTS

1. Upon acceptance of League fees, sponsors (tavern owners), teams, and individuals shall be entitled to the rights of, and be subject to, League rules and regulations as established by the Charterholder/League.
2. To assure good sportsmanship, a team or individual may be expelled for unbecoming conduct, poor sportsmanship or any other good reason considered detrimental to the League by the Charterholder NTS.
3. Any parties so expelled may request a hearing from the League Coordinator. The findings of the Charterholder, NTS shall be recognized as final.
4. Sponsors (Tavern owners) may be responsible for organizing their own teams.
5. Sponsors shall have tables available on-time, and he/she shall retain the right to remove players (whether from his own team or the opponent's) from his/her establishment. It is not a requirement that the establishment lets you play on 2 tables. It is also not required for the said establishment to offer a free beverage to the participating players.
6. If any team is dissolved during the season, its players may join other teams in the league, (as long as they are in good standings with the league) unless the dissolution of the team is due to unsportsmanship or other unacceptable conduct. IF A TEAM or a SPONSOR HAVE PROBLEMS DURING THE SEASON, the league will not be responsible for returning sponsor fees or finding a replacement team. However, if a team moves to another location and new fees are paid by a new sponsor, then a pro-rated refund may be given to the old sponsor for weeks remaining. The League Coordinator should be contacted as soon as problems arise. Team, sponsor, and charterholders will try to work out a solution agreeable to everyone.
7. **New players will not be added to a team roster within the last six weeks of the season or at the Discretion of the league coordinator. NO MORE THAN 10 PLAYERS ARE TO BE LISTED ON YOUR ROSTER.** Once you are listed on a team's roster, you can not be deleted off even if you have only played one week.
8. All players must be of legal drinking age or have prior approval from all of the tavern owners who are scheduled in your league to be able to play in the licensed establishment. The League Coordinator will note it on the standing sheet to alert team captains of any minor players in their divisions. Minors will not be allowed to play at VNEA, ACS, MIDWEST, or the IOMA National Tournaments.
9. The River City Billiard Association is a non-profit organization operating under the charter of NTS. The Charterholder reserve the right to appoint a League Coordinator based on his/her experience, knowledge, and management skills. (This may or may not be a league player.)
10. The League Coordinator / Charterholder will establish one bank account for maintaining/tracking all League funds. The league coordinator will use copies of monthly statements to verify deposits/withdrawals. All League checks will be signed by two of the following before funds may be disbursed: (1) NTS rep, or League Coordinator * ALL ACCOUNT INTEREST ACCUMULATED DURING THE SEASON WILL BE USED AS PAYOUT FOR REGULAR SEASON PLAY.
11. The League will employ the tournament committee members or other players to run tournaments. This Will pay \$50 for the longer sessions & \$25 for the shorter sessions.
12. **Captain's Duties:**
 - a. He/she shall be present or send an acting captain to all League meetings. Any team not represented at a Captain's meeting will forfeit all voting rights for that meeting. Only the captain or acting captain shall Possess motion or voting rights. However, when a general membership vote is required,

each team member shall have an equal vote and be recorded as such. Also, there will be a captains meeting every December. You must send a captain or an acting captain to this meeting. **For those captains who attend, their team will receive an addition 10 pts at the end of the session.** If you do not attend; you will not receive the points. This is an incentive to get the team captains to Participate.

- b. The captain shall instruct his/her players as to all League rules and requirements.
- c. The captain is responsible for collecting (1) a **bar sponsor fee of \$60.00** (\$25 for the short sessions), (2) **player sanction fees for each player** (see page 3B for sanction fee amounts), and (3) weekly moneys. He/she will submit the bar sponsor fee & player sanction information the first night of play to the league coordinator. **If after three weeks, all bar sponsor and player sanction fees are not paid the team and tavern sponsor will be dropped from the league for a period of one year.** (If there are other teams playing out of the same location, they will be relocated to another tavern sponsor) Reentry into the league after one year will require pre-payment of all fees and sanctions before season start date for a period of three years. **Weekly fees are \$5.00 per player.** If a player is missing, their \$5.00 is still due for that night of play. Teams will NOT pay the weekly fee for their "Bye" week. (Exception is in Scotch leagues)
- d.

d. Weekly fees will be either: mailed to NTS (7812 1/2 F Street, 68127) or dropped off at NTS in their drop off box. Do NOT put envelopes in the tables. EACH TEAM CAPTAIN IS RESPONSIBLE FOR SENDING IN HIS/HER OWN TEAM'S WEEKLY MONEY. If weekly player fees are not delivered (or mailed) within 48 hours of the match, that team will be penalized 20 points from their total score and a fine of \$10.00 will be assessed. This rule will be enforced. There is a \$25.00 check charge for all bounced checks.

- e. **THE TEAM IS REPOSNSIBLE** for making sure that their Captain is sending in their weekly fees. The 2nd week a team is delinquent; the league coordinator will notify each person on the team by letter or email of their teams status. If a team gets 3 weeks behind on weekly fees, they will be removed from the league. Since the entire team shares accountability for the finances, a separate list will be maintained. The individual players are accountable for their portion of the delinquent fees (\$15 over a 3 week time period) and can pay their delinquent fees to the league to once again be in good standing. There is a Current List of Banned Players in Captain's packet. This list was comprised of Captains and their team mates who either dropped from the league owing over \$100 or they were kicked out of the league due to their unwillingness to pay the their balance due of weekly fees or sanction fees. Anyone

on

the Current Banned List will not be allowed to play in any division in the league until the money they owe is paid in full.

****** IF A TEAM FORFEITS TWO CONSECUTIVE WEEKS (OR MORE THAN FOUR WEEKS TOTAL) IN THE SEASON, THEY WILL BE (1) DROPPED FOR THE CURRENT SEASON, (2) FORFEIT ALL RIGHTS TO ANY POINT MONEY EARNED, AND (3) REFUSED FUTURE MEMBERSHIP UNTIL ANY & ALL PAST LEAGUE DEBT IS SETTLED.**

- f. **HOME TEAM CAPTAINS WILL FAX SCORES SHEETS INTO THE NTS OFFICE @ 331-7603 (WITHIN 24 HOURS).** The captain (or designated representative) will verify scores/totals and sign the official scoresheet after each match. If a discrepancy in scoring is found after sheets and moneys have been turned-in, corrections will be handled on a case-by-case basis. However, a signed score sheet should be final and will be the final word if both team captains don't agree on what happened. (Exceptions can be made when errors in player/team handicaps are found)

- g. Weekly "Standings Sheets" will be **emailed** to the captain's email address and/or sponsor location. If the captain does not have an email address, he or she will designate a player from their team to receive these standings via email. You can also print these standings off from the NTS Website (<http://thefuncompany.com>). You can also view these on the MegaTouch machine at the locations. Captain's need to bring these standings sheets to their next match to verify player averages for both teams.

13. Scheduling:

- a. The League Coordinator during distribution of the captain's folders will post season schedules. The league coordinator may find it necessary to revise a schedule if conflicts arise or a team drops in the beginning of the season ... however, **THIS SHOULD BE KEPT TO A MINIMUM.**
- b. **RESCHEDULING OF MATCHES: All** rescheduling of games during the season must be; (1) kept to a minimum, (2) **approved by the League Coordinator prior to match date**, (3) by mutual consent of both team captains, (4) not interfere with other activities at the tavern location, and (5) at least 24 hours before match start time so captains can notify their players. **All make-up matches will be rescheduled (and played) within 2 weeks from the original match date (unless due to weather).** If you are making up the last match of the season, it must be done within 1 week. Permission to reschedule will not be automatically approved just because you are missing one or two players . . . find subs!!! If the make-up match is not played within two weeks, the team that asked for the delay will be scored as a "forfeit loss (75 points). This will be enforced.
- d. When games are not played, whatever the reason, all fees must be paid by both teams to receive any further points. If there is a conflict with when and where your match is to be played according to your schedule, please notify the league coordinator. If your team goes to another location other than what is your scheduled location which is on your schedule without prior approval from the league coordinator, then both teams will receive zero pts for that match.
- e. In the event of bad weather or any other postponement, it will be the League Coordinators discretion to call off League play no earlier than 4:30P.M., and no later than 5:30P.M. The League Coordinator will then decide when those matches will be played.
- f. The League Coordinator is the only person to decide if an alternate site is to be used for postponed matches.

14. **LEAGUE CHAMPIONS WILL BE DETERMINED BY THE FOLLOWING:**

- a. The team winning the most "total points" will be the League champion.
- b. In the event that two or more teams have won the same number of total points, the team with highest number of 8-ball games won will be the winner.
- c. If total points and 8-ball games compiled by any two teams for 1st - 4th positions are equal, the teams involved will have a play-off to determine final positions.

15. After League expenses, the League Coordinator will use total points (and round points if necessary) to distribute League funds.

F. AWARDS/BANQUET

The League Coordinator/NTS will decide on types of awards, trophies, banquet location, and how much money is to be spent on such items. It should be clearly understood that all moneys paid by the players to League funds shall be returned to the individual teams or divisions in accordance with the player's agreement. All expenses for awards and tournaments are paid for from League funds. Teams shall receive their money at the awards banquet/party according to the schedule set by the League Coordinator. If you do not go to the Banquet to receive your payout, you may collect it **after** the banquet at NTS, not before. For Short Session Divisions only, team payback will be distributed at the End of the Session City Tournament.

G. SANCTION AND CHAMPIONSHIP FEES

1. Annual sanction fees, as specified by the National Association, will be collected from each team member and substitutes by the team captain the **first night of the League season**.
 - a. **Sanction fees for the 2010-2011 seasons** are VNEA (\$10.00), MIDWEST (\$2.00), and ACS (10.00) depending on the division. Refer to page 3B.
 - b. **All sanctions (player & bar) are due the first night of play**. Any team or tavern with unpaid sanctions by the 3rd week will be dropped from the league for a minimum of one year. All team players including substitutes must be sanctioned members.
 - c. **Players do NOT have to pay VNEA, ACS, or Midwest Sanction Fees twice if you play in more Than one division**. Example: an individual that plays on Mon, Wed, and Sat will pay the full sanction of \$22 on Mon, and no sanctions on Wed and Sat.
 - d. **SUBSTITUTES** must also pay a sanction their first night of play even if they play only one night. The Charterholder or League Coordinator prior to the deadline date for sanctioning will forward these to the National Association Headquarters. **“SUBS” ARE NOT ELIGIBLE FOR INDIVIDUAL AWARDS.**
 - e. Charterholder Sanction/Entry fees for the International Championships and Midwest are specified by the National Associations, paid by the Charterholder NTS, and will be applied toward the Championship prize fund.
 - f. Team/Individual Entry fees for VNEA, ACS and Midwest will be announced as information arrives and collected near the end of the playing season.
2. League funds will pay for the following:
 - a. League funds will pay entry fees at Nationals (Regular or Masters Team Division) for the first place team in each division up through 20 teams. (5 per teams must have 3 original players go as a team to receive this award.) League funds will pay single entry fees at Nationals (Regular or Masters Division) for the individual with the Highest individual average(having played at least 80% of the games in that division). The players will be responsible for paying their own green fees and administrative fee if so needed.
 - ** No team or individual may collect cash for entry fees in lieu of participating at Nationals.
 - ** If a team/individual has earned a paid spot but can not use it, the money for said spot will be offered to the next placed teams/individuals in that division going to Nationals.
 - ** **If a team or individual earns/accepts a “paid spot” from the League and does not show up at the tournament to use it, (whereby wasting League money that another player could have used) He/she/they forfeit any and all rights to future league “paid spots” for a period of two years.** Emergencies will be handled on a case-by-case basis, and exceptions to this policy. * If a substitute player fills the paid spot at the last minute only a warning will be issued, or, if the player/team reimburses the league for lost funds, the two-year penalty will be void.
 - b. **7 % of Total League Income will be put towards a “Vegas Fund”. This is for people who are going to Vegas tournaments. (The maximum is \$50 per person, one time only)**
 - c. City Tournaments prize money will be bar fees and 10% of the income (weekly fees, penalties, paid by teams)for that league. (75% to teams and 25% to singles)

H. LOCAL TOURNAMENT & INTERNATIONAL CHAMPIONSHIP ELIGIBILITY

1. **CITY "TEAM" TOURNAMENT:** All teams making it through preliminary rounds (if applicable) are eligible to participate in the City Team Tournament. Each division will participate in their own final.
 - a. Players must have 4 weeks or 25% played in one division and be listed on the team roster prior to tournament date (or on the League "Substitute Listing") to be eligible to play. (NO SURPRISE PLAYERS) If a team uses a player from the Sub List during the City Tournament, that sub can not play with another team during the tournament. Player's single averages will be made available to help make decisions.
 - b. Two weeks of preliminary rounds (if applicable) will be played in "neutral" bars on regular league nights. (Mid-April) These will count for individuals as "weeks played" for National Eligibility.

- However, team scores will NOT count against/for individual averages or against/for team standing
- points. Teams must win 1 of the 2 preliminary rounds in order to advance to a bracket in the City Team Tournament. Normal league dues will be paid during preliminary weeks. * If preliminary rounds are held before March, players will need less than the minimum of 4 weeks to participate in the preliminary rounds. When a player from the "Sub Listing" is used during the preliminary weeks, that sub can only play on that team during the City Tournament.
- c. No entry fees will be charged to teams participating in the CityTeam Tournament. Players will have to pay their own quarters or green fees whichever is required.
 - e. "Team Handicaps" will be used during City Tournament match play. Captains will use the handicap From the latest league standings. Therefore, there will be no substitution of players during a match. (Teams may substitute players between matches ... but not during a match because it will affect team handicap.) Individual averages will be a "fixed average" for the duration of the tournament. (You do not compute new individual averages after each match!) It will be constant and used throughout the entire tournament.
 - f. Teams that win a "B" or "C" division event in the City Tournament and return the next year with 3 or More of the same players will automatically be placed in the next higher division of that event the following year ... regardless of team/individual averages during regular season play. (This prevents teams/players from "sand-bagging" during the season to get into an easier division for City Tournament play.) If that team fails to perform well in the higher division, tournament officials may return that team to the lower division the following year.
 - g. In the event of a tie for the match in the City tournament, the team with the most 8 ball wins will win the match. If it is still a tie, then the team with the most round pts will win the match. If it is still a tie after this, then there will be a play off between 2 players (one from each team) from the team.
2. **CITY "SINGLE'S" TOURNAMENT:** All league players who participate in a 5 person league will be eligible for the yearly City "Single's" Tournament scheduled at a date to be determined. Any individual sanctioned as a "regular" player in the River City Billiard Association is eligible to enter all tournament single's events depending on the tournament.
- a. REGULAR player is one who paid their sanction fee. A regular player with FREE ENTRY FEE into the City Single's Tournament played 50% of the available weeks by tournament date.
 - b. SUBSTITUTES: Substitute sanctioned players may only enter those events that they played during the season. (I.e. Mark paid his sanction and played 4 times on a 9-ball team.... he can only play in the 9-ball event and MUST PAY THE PRO-RATED ENTRY FEE based on # of weeks played.)
 - c. ENTRY FEES: Entry fees will be pro-rated and based on the number of weeks played. NO ENTRY FEES WILL BE CHARGED TO "REGULAR SANCTIONED" PLAYERS WITH 50% OF WEEKS PLAYED IN THAT EVENT. (i.e. Mark is sanctioned as a "regular" player. He has played 50% of the weeks on Monday's (Men's Open Division) and Tuesday (9-Ball), but only subs on Sat. (Scotch Doubles) and does not play Wednesday nights. Mark has earned FREE ENTRY into the Men's 8-ball & open 9-ball events. He will pay a PRO-RATED ENTRY FEE in Scotch Doubles, and will not be able to participate in the Wednesday Night City. Women will be the exception. They can play in the Women's 8-ball Singles event but must pay the full Entry Fee only if they have played 50% in their division.
 - d. Single's 8-Ball events will be divided into Masters, A, B, C and D divisions based on individual averages, rankings and known ability. Players will be assigned to the appropriate divisions by the League Coordinator and the Tournament committee. If a player is supposed to play in the B event, he can request to play in the A instead as long as there are no scheduling conflicts. Single's 9-Ball events can either be divided into divisions, or played in one division with the race handicapped by skill level. Players with no established average in that event will be placed in the higher

division. (Exception: Women playing in the Men's 8-Ball or 9-Ball events.)

- e. Tournament Officials reserve the right to move individuals known as "A" players into the "A" division regardless of point average to protect the integrity of this tournament.
- f. Players that win a their division event in the City Tournament will automatically be placed in the next higher division of that event the next year ... regardless of individual average during regular season play. (This prevents players from "sand-bagging" during the season to get into an easier division for City Tournament play, and forces better players to continue to challenge themselves by moving-up.) If that player does not finish in the top half of the entries in the higher division, he/she may be permitted to return to the lower division the following year. If a player wants to move down a position, They need to let the league Coordinator know so she can bring it to the attention of the tournament committee so they can vote on if that player should be lowered down a division.

3. **Valley National 8-Ball Association (VNEA):** All players must have played a minimum of 12 regularly scheduled matches and be deemed an active player and in good standing by their charterholder to participate in National competition. All players, upon request, must be able to show positive ID and up-to-date sanction card.

- a. 12 weeks can be cumulative from all VNEA division.
Only one match during tournaments can be used.
- c. **MASTERS DIVISION:** Men and Women Teams: A Master Team may be composed of any 5 (4 for women) players from within their Charterholder League System as long as they each meet the 12 league night requirement. All players must have 12 weeks in.
- d. **SCOTCH DOUBLES:** Must be one man and one woman and meet a 12-night requirement. VNEA permits scotch double players to pair-up with anyone in the tournament. Mini tournament format.
- e. **REGULAR DIVISION:** Men and Women Teams - Regular Team must be composed of at least 2 original players (2 originals for women) , from their league team and those 2 original players must play every round. A 3rd, 4th and 5th player (3rd & 4th player for women) may be added from within their Charterholder's League System as long as they meet the 12 league night requirement.(exception: one player can have 8 league nights).
- f. **INTERMEDIATE DIVISION:** Must be comprised of at least 2 original players from the league team and all 2 original members must play every round. The 3rd, 4th and 5th player may come from any team within their Charterholder's League System. All players must have completed the 12 league night requirement but one player on the team may have 8 weeks but that player will not be able to play singles.
- g. **SINGLES:** All players must have completed the 12 league night requirement.
- h. Due to the change in Masters Team requirements, it will be the VNEA Tournament Committees discretion to allow a team or singles to play in the regular div. or be moved to the masters.

i. V.N.E.A TOURNAMENT IS SCHEDULED for May26th-June 4th at Bally's in Las Vegas.

4. **MIDWEST TOURNAMENT: Players must play a minimum of 12 weeks.** (One team member can have 6 weeks) Midwest will be held May 14th-17th in Lincoln, NE.

5. **IOWA STATE TOURNAMENT (IOMA):** All players are eligible for the Iowa State Tournament. **Minimum of 8 weeks** played in an Iowa location is required for both singles & team events. It will be March 9th-13th in Cedar Rapids, IA **at the Crown Plaza Five Seasons.** Sign-up is required early on this one, so be watching the league fliers for more information.

6. **ACS-American CueSport Alliance Tournament:** All players are eligible, with a minimum of 8 weeks required to qualify. All weeks must be played in the same night league. Example: Joe got all 8 weeks in on Monday A league) All teams must have 3 original players for the Men's Teams and 2 original Players for the Women's teams. ACS follows the WPA (World Standardized Pool Association) Rules including Qualifications. The 8-ball/9-ball Tournament will be May 7th-14th at the Tropicana in Las Vegas.

I. PROFESSIONAL PLAYER RULE

Any male player ranked in the top 64 of any division by the MPBA (Men's Professional Billiards Association) or any female player ranked in the top 16 of any division by the WPBA is not eligible to play in any VNEA or BCA singles competition. Any player so deemed to be a Professional by the VNEA or BCA may compete in the team event in the Masters division only, providing that player is the only professional on that team. (ONE per team)

J. AWARDS PROGRAM

To recognize outstanding individual and team achievements, the River City Billiard Association will administer an appropriate awards program for its membership. The League Coordinator will ensure all National Associations are kept up-to-date with their player's awards, submit the correct paperwork, and determine amounts on the following:

1. Team's final standings prize distribution (**1st through last place teams will receive cash prizes!**). Team prize distribution will be an **assessment of a "money value" on earned team points with incentive pay-backs for the top fourth of each division.**
2. **"Team High Scratch Series"**- 1st & 2nd place, only one per team. (No "missing/straw" players permitted on either side of scoresheet) If two teams tie for a position, then the second high scores of those two teams will determine the finish. (1st - \$50 & 2nd - \$25) (Short Session-1st-\$25, 2nd- \$15)
3. **"High Individual Scratch Average"** - 1st to 2nd place - (1) must play 80% of the season (75% in divisions with 4-player teams (2) not be listed on the "Rotating Sub Roster" for that division, and (3) player can not "sit out" twice against the same team, (4) player can not sit out more than one position round.
4. **"Bad Night" Award** - only one per person regardless of how many bad nights. (\$2 per person)
5. **9-ball breaks** are marked and DO count as a win. (\$5 per person, with a limit of One) The player with **the** most will receive \$10.
6. **"Table Run Award"** - only one per person, and "Table Run Champion": Captains will circle the player's 10 & write TR on the scoresheet. * **TO GET CREDIT FOR A TABLE RUN, PLAYERS MUST FILL TWO REQUIREMENTS: (1) IT MUST BE YOUR 1ST TIME TO THE TABLE (THE BREAK DOES COUNT AS YOUR FIRST TIME TO THE TABLE) AND (2) IT MUST BE AN "OPEN TABLE"....** the number of balls on the table when a player approaches the table is irrelevant. * 9-ball "Break & Run Awards" - player must do it from the break. It pays \$5 for a table run, with a maximum of one and \$20 for the most table runs.
7. **"MOST Consecutive 10's Award"** - 1st & 2nd place, must be sanctioned as a "regular" league player and not listed on the "Rotating Sub Roster." (1st - \$25 & 2nd - \$10) (Short Session- \$15 for 1st)
8. **"40's Club"** - A player must do two things to qualify: (1) win all four of his/her games and (2) hold his/her opponents (scores combined) to **under** 12 points mens leagues and **under** 15 points for womens leagues. (Captains will circle the player's 40 on scoresheet and write 40's Club) no "forfeits" allowed. (1st - \$25 & 2nd \$10) (Short Session- 1st-\$15, 2nd-\$10). It pays \$5 per 40's club, with a limit of one.
9. **"Perfect 9 Award"** – A player must win all 9 of their games (9 ball 3person/27 game format) Limit to one per player. The Player with the most perfect 9's will pay 1st place only. No forfeits allowed.
10. **"9-Ball Bonus Award"** - only one per player, Must have three things in the same night to qualify: (1) one 9-ball break, (2) one break-&-run, and (3) score a perfect 6. Captains will circle players' name and write BONUS on scoresheet.
11. **Incentive pay** – will be 1st through 4th place (with @ least 16 teams) and will pay \$100, \$75, \$50, \$25. League Coordinator will adjust accordingly with lesser teams. Short Session will pay 1st \$50, 2nd \$30.
12. **Best of the Best Tournament** – Those eligible are the 5 person long sessions, scotch doubles, short sessions and the womens league. The cost will be \$5 per person with Payback to 25% of the field. Each Division will contribute \$5 per team and this tournament will be played in a double elimination format. A player must have played 50% of their division matches to be eligible. If a woman from any other division besides the womens league wants to play in the womens Best of the Best Tournament, she would have to pay an extra \$5 entry fee.
13. **8 Ball on the Break**-is \$5, with a limit of one per person.

LEAGUE RULES

A. TEAM MATCHES

IN ORDER TO RECEIVE CREDIT AND A CORE FOR GAMES PLAYED, ALL MATCHES MUST BE PLAYED ON AN OPERATOR OWNED POOL TABLES (NTS TABLES). THESE TABLES WILL NOT BE OPENED DURING LEAGUE PLAY. IF THE MATCH IS PLAYED ON ANY OTHER TABLE THAT IS NOT A NTS TABLE, THEN THE MATCH WILL BE FORFEITED BY BOTH TEAMS AND BOTH TEAMS WILL RECEIVE ZERO PTS.

If there is a conflict with when and where your match is to be played according to your schedule, please notify the league coordinator. If your team goes to another location other than what is your scheduled location that is on your schedule without prior approval from the league coordinator, then both teams will also receive zero pts for that match.

1. Starting players from each team must play all assigned games, and retain their positions in the line-up. A rotating roster similar to those used at Nationals will be used for all League matches.

2. Each team will have a captain or acting captain present at each match. The captains will check and sign scoresheet. Captains will also make sure that table runs, 8 ball breaks & 40's clubs are marked on both score sheets before signing.

3. The captains from each team will try to settle any disputes that may arise during the match. All disputes not worked out by the two captains at the match will be turned over to the League Coordinator. **IF THE DISPUTE IS OVER A SINGLE GAME and can not be solved, THEN THE GAME WILL BE PLAYED OVER WITH THE ORIGINAL PLAYER BREAKING WITH ONLY THE APPROVAL OF THE LEAGUE COODINATOR.**

4. The normal grace period to start a match is 15 minutes, which means you must have at least three players to start a match 15 minutes after the scheduled starting time -- "real" time, not "bar" time! Each player has five minutes to start an individual game from the time his/her game is called. Captains may decide to "play around" individuals through the first round ONLY. If the said player has not played his 1st game by the time his 2nd game is ready to play, he will forfeit all games.

5. The visiting team will have priority on the pool table for practice (warm-up) games between 7:00 & 7:30. The HOME team (after consulting with the tavern owner) will have the choice of playing on one or two tables. **The tavern owners will have the final authority on this decision.** Remember, it is a privilege to get to play on two tables. It is not mandatory that you get to play on both.

6. The team captains can select a player to watch each game, act as referee for fouls, or make the final decision on close hits but is not mandatory. Teams should rotate the player referees between games. Player referees should be responsible to call every foul for an opponent. *** Player referees will be allowed to call fouls for a player if asked to watch a close hit or for a new player (no established average) on his/her first week of play. Only one player should act as a referee but both team captains should be in agreement as to whom that referee will be. A referee must be someone from the league. **Players should stay back from the table and out of the shooters direct line of shot while the opponent is at the table so as not to distract his/her play. (Except during a close hit)**

7. There will be no usage of cell phones, bluetooths, headsets, mp3 players used during your game. This interrupts the game. If using a headset of any kind, you can not hear your opponent when he/she

asks you a question about the game. You may answer your phone if you deem that it is an emergency otherwise designate another player from your team to take a message for you until your game is done.

This rule was put into effect after the Spring meeting at the Banquet May 3rd, 2008 and was revoked in at the meeting on May 2nd, 2009. 1st offense will be a warning and 2nd offense will be a loss of game.

8. There is **no coaching** during the 8/9 ball leagues. Only the 2 players who are shooting the game should be at the table. All other players must stay away from the table while the game is going on unless you require a referee. 1st offense will be a warning and the 2nd offense will be a loss of game. 1 coach is allowed in scotch doubles per game but must only take 5 minutes.

B. THE TEAM

1. **5 regular players** (4 in some divisions) and up to 5 substitutes for a combined total of ten players constitute a team (it is not mandatory to have five substitutes). **No more than 10 players may be on any roster!!!!** **If a person quits the team, his name will still stay on the roster till the end of the session. All "B" Division teams and short division teams may only have 1 "A" or Master player on their team.**

2. **If a team is missing a player:** the absent player in **8-ball** receives half their average or 4 ... whichever is lower. The opponents receive 10 points each and credit for the games.

3. A team must have at least three original players (two for 4-man divisions) to make a match, unless approved by a League Coordinator before the match starts.

4. Substitutes: each team may use up to two subs in the line-up before the start of play. If a substitute starts a match, the substitute must finish the match. It is up to each team to decide if their substitutes will pay the \$5.00 weekly fees or if the team will pay the weekly fee. *** ALL SUBS (8-BALL & 9-BALL) MUST PAY THE SANCTION FEE (refer to page 3B) THEIR FIRST NIGHT OF PLAY.** If you are having 2 subs, one will go in the 2nd position and the other will go in the 3rd position. **Also, if a player has no average and plays less than 4 games they get 0's in any game not played.**

5. New players can be added to team rosters up until the last six weeks of the season or to be determined by the league coordinator. Afterwards it is on a case-by-case basis as determined by the League Coordinator. (We do not want any team to have to fold). Changing a player between two teams may be considered for extreme cases then that said player will become a rotating sub. *** ONLY SUBS LISTED ON THE "ROTATING SUB ROSTER" CAN PLAY ON MORE THAN ONE TEAM IN ANY LEAGUE DIVISION.** (Example: Monday Men's (OPEN) will have several divisions. * These are not treated as separate leagues *) A player can not play on one team in division X and then go play on another team in division Y ... unless that player is listed on the "Rotating Sub Roster." **(Rotating subs may not play on more than one team in the same night.)**

6. **The League Coordinator will compute new player averages after their first night of play.** League Coordinator (OR CAPTAIN'S IF THEY KNOW HOW) WILL COMPUTE AN AVERAGE FOR THE NEW PLAYER AND GO BACK TO CHANGE THE FIRST NIGHT'S SCORESHEET.

7. Team Forfeits: The forfeiting team will receive half their team average (or 75 points, whichever is lower) for a team score and no credit for weeks played by individual team members (Does not effect individual averages). The League Coordinator will use the team average when figuring a forfeit loss score. The winning team will receive their "team point average" after the first complete round of scheduled play (but no less than 120 pts). Players will receive credit for a week played, but scores will not affect individual average. *** All moneys from both teams are still required.**

8. If a team drops from the league, during the course of a round, those teams who have not played the dropped team will be awarded 120pts. If a team previously played the dropped team, regardless of the outcome, they would keep their score as it was played. At the end of the round, each team will then receive their team average in place of the 120 points. Any subsequent rounds would be treated as a bye and the teams would receive 120 pts.

****** IF A TEAM FORFEITS TWO CONSECUTIVE WEEKS (OR MORE THAN FOUR WEEKS TOTAL) IN THE SEASON, THEY WILL BE (1) DROPPED FOR THE CURRENT SEASON, (2)**

FORFEIT ALL RIGHTS TO ANY POINT MONEY EARNED, AND (3) REFUSED FUTURE MEMBERSHIP UNTIL ANY & ALL PAST LEAGUE DEBT IS SETTLED.

C. LINE-UPS

1. Line-ups will be placed on the score sheet by the HOME team captain first. Players are listed BY INDIVIDUAL AVERAGES FROM LOW TO HIGH in the 5 Person Divisions. (4 player Divisions may play any order because a “round robin” format is used.) This protects the players with lower averages from playing the higher average opponents. The player with the lowest individual average will play in the #1 position, and the highest average will play in the #5 position. **New players or known forfeits will play in the #3 position.** If you have 2 subs the 2nd sub will go in the #2 position. The visiting captain does the same according to averages. The captain of a team that has less than five players available (four in scotch doubles) must notify the opposing team captain before play begins. All score sheets must be filled in before play begins.

2. AVERAGES- If your team has players with a 7.0, 7.1, 7.2, 7.3, and a 7.4 average, then those players are considered all 7's and they can go in any order. A 7 is a 7 no matter what the tenth is.

3. NO PLAYER SHOULD EXPECT BLANKET PERMISSION TO "PLAY OUT" EVERY WEEK. Captains should remember that "playing out" is a courtesy extended to you and your players by the opposing team. Please have a good reason for playing out (illness, work, etc.) If one of your players continuously needs to "play out," you should look for a substitute (regardless of his/her average) or contact the League Coordinator to help find a new player. Captains will mark on the score sheet each week if a player is required to "play out" and the reason for it. The League Coordinator will track the frequency of requests and monitor those that abuse this privilege.

OFFICIAL RULES OF PLAY

The River City Billiard Association plays by the VNEA rules and those rules shall have precedence except where specifically in conflict with the following written exceptions of the charter of the association.

Cue ball: The small Valley “red dot”, “plugged” or “cougar” cue ball is the **preferred** cue ball for league play, however, other sizes of cue balls are used (and legal) in different charterholder locations throughout the Omaha 8-Ball/9-Ball League. Only through attrition will charterholders replace old tables with ones that will accept the smaller cue type. **Size of cue ball will not stop or postpone league play since it is the same advantage and/or disadvantage to both teams.** Equipment can be changed or replaced once a match is started ONLY if both team captains agree. Otherwise, once a match starts with one size cue ball, it will finish with the same size ball. NOTE: If both team captains agree on a cue ball other than what is furnished at that location, then they can play with that one cue ball (2006). Your team captain can check out a cougar cue ball from NTS for league play but will be responsible for returning that ball at the end of the session. If it is not returned at the end of the league session, your team will have a \$25 fee taken from their end of the session league payout.

Pool Tables: If there is a problem with any of the equipment, notify the owner of the establishment that you are playing out of and it will be the owner's responsibility to notify NTS so it can be corrected.

USE THE VNEA RULES IN YOUR HANDBOOK with the following exceptions:

A. **8-BALL ON-THE-BREAK:** Use option #2 in the handbook. During League play, making the 8-ball on the break is not a win or a loss. (This League will follow the same rules used at National competitions.) If an 8-ball is pocketed on the break, the player may ask for a rerack or have the 8-ball spotted and continue shooting. **A GAME CAN NOT BE WON OR LOST WITH AN 8 ON-THE-BREAK**, regardless of what is pocketed on the same shot. If a player makes the 8 on-the-break and scratches the cue ball, the opponent then has the same options mentioned earlier. This seems fairer to the inexperienced player and makes you shoot for your 10. The League Coordinator for awards purposes will track 8-ball breaks.

B. PROTEST PROCEDURES exception to the rule in the VNEA handbook.

1. Only team captain's have the authority to protest. It must be given to the League Coordinator in writing within 48 hours after the match. A deposit of \$10.00 is required with the protest and will be returned if the decision is in your favor.
2. A game (or match) may be played and finished under protest, which may alleviate the original protest.
3. A deposit of \$50 is required with appeals to a protest vote. The decision of the charterholder, NTS and the League Coordinator, is final.

C. FORFEITS exception to the rule in the VNEA handbook.

1. 8-Ball: If a team does not show for a match, the winning team receives the equivalent of their team average after one full round of play through the schedule (but no less than 120), and the equivalent 8 ball games/round points if necessary. The League Coordinator will use the team average for the forfeit winner, and the lowest 5 averages to determine forfeit loss. (A forfeit loss can score no more than 75 points) Both teams must pay moneys owed to the League to receive any further points. Individual averages will not be affected by forfeit matches. Winning team players will get credit for a week played.

* Every effort should be made by both teams to schedule a make-up match; however, no make-up will be scheduled after 2-weeks from the original match date. (Except for bad weather)

D. UNSPORTSMAN-LIKE CONDUCT-exception to the rule in the VNEA handbook.

1. Will be determined by the League Coordinator and the NTS Charterholder. If needed, they will bring it to the attention of the tournament committee if necessary. Examples of Unsportsman-Conduct: Cheating, playing under someone else's name, Fighting(physical contact), etc.
2. Unsportsman-like conduct will either be a one time warning or an automatic disqualification depending on the severity of the infraction for that player involved and/or for any team player with knowledge of said conduct and not reporting it to the league coordinator.

E. SHOOTING THE WRONG GROUP of balls.

1. If a player shoots the wrong group of balls and shoots in a second wrong ball, and the opponent does not call a foul after the first illegal shot; the players should switch their group of balls.

F. HOW TO HANDICAP AND KEEP SCORE

The River City Billiard Association and NTS have adopted the Valley system for handicapping and scoring. It is the simplest, most easily understood of all systems and it adjusts to all national organizations we play. It is based upon player averages and team handicapping.

8-Ball: In scoring, each player receives one point for each of his/her group of balls (stripes or solids) legally pocketed, plus three points when the 8-ball is legally pocketed. This makes a total of ten points per game. **A player is always credited with 10 points when he/she wins a game.**, if the 8-ball is legally pocketed on the break, the breaker will get credit for an award, but it is not a win or a loss of game. (Captains will circle the name & write 8-ball on the scoresheet so the League Coordinator can track for awards.) The loser of a game can never score more than 7 points, depending on the number of his/her group pocketed.

- a. **Averages** are calculated by dividing the total number of points a player wins by the total number of games played. The fractional averages are then rounded off to the next lower or higher number. (8.0 to 8.499 rounds to an 8, and 8.5 to 8.999 increases the average to a 9) All individual averages are added together to get the team handicap, subtract the smaller team handicap from the larger handicap, and 90% of the difference is used to "spot" the weaker team per round.(with a maximum of 14 a round) To act as a deterrent for sandbagging, players will shoot "straight up" for the first three league nights. The league Coordinator will then compute the 3 week average and apply it

retroactively to the 3 week scores. This will then become the player's beginning average. If your team has players with a 7.0, 7.1, 7.2, 7.3, and a 7.4 average, then those players are considered all 7's and they can go in any order. A 7 is a 7 no matter what the tenth is.

- b. When a **player is absent** for a match or any of the rounds in a match, half his/her current average (or a score of 4, whichever is lower is entered for his/her score in the rounds missed. (Teams may "play around" or skip team members for the first round only.) The opposing players each receive a 10. (Handicap is still used for the missing player)
- c. A **first-time player** completes his/her initial rounds (depends what division), and then team captains will compute the new player's average to add into "team handicap" on the scoresheet. Future averages will be figured weekly by the League Coordinator. **FIRST-TIME PLAYERS WITH NO HANDICAP WILL FILL THE THIRD PLAYER POSITION ON THE ROSTER. IF THERE ARE 2 NEW PLAYERS THEY WILL GO IN THE #2 AND #3 POSITIONS.** Filling the third position, the new player will be required to play the low, middle and high averages on the opposing team, and prevent any team from bringing in "a ringer" to play only the low average players. *** Since new players do not have an average until after their first three or four games, team handicap won't be figured until the end of the night.

G. Womens Leagues Scoring:

The following are some changes to the Wednesday night women's league. Each team is allowed more than 2 A players to play on a team in this league. What that means is that you can have 4 "A" players play on your team in one night.

This league will start using 100% handicap. Also, 1 extra point will be given to the team that has the less "A" players. There will be a cap of 14pts per round.

Example:

Team #1	Team #2
B Player average is 4	A Player average is 7
B Player average is 4	A Player average is 7
A Player average is 7	A Player average is 8
A Player average is 7	A Player average is 8
Total team average 22	Total team average is 30

100% Handicap is 8pts per round to Team #1
 Total team "A" players is 2 Total team "A" players is 4
 2 pts per round will be given to Team #1 for "A" Player pts
 Total pts to Team #1 is 10 pts per round

Team #1 would receive 8 pts per round for handicap plus 2 pts per round because Team #1 has only 2 "A" Players and Team #2 has 4 "A" Players(Difference between the two teams is 2). This would make a total of 10 pts per round for Team #1.

H. **9-BALL RULES**- USE THE RULES IN THE VNEA HANDBOOK 9 BALL SCORING:

Use the team format option #2 in the VNEA Handbook

I. **SCOTCH DOUBLES**- USE THE RULES IN THE VNEA HANDBOOK WITH THE FOLLOWING EXCEPTIONS:

- A. **8-BALL ON-THE-BREAK**: Use option #2 in the handbook. During League play, making the 8-ball on the break is not a win or a loss. (This League will follow the same rules used at National competitions.) If an 8-ball is pocketed on the break, the player may ask for a rerack or have the 8-ball spotted and continue shooting. **A GAME CAN NOT BE WON OR LOST WITH AN 8 ON-THE-BREAK**, regardless of what is pocketed on the same shot. If a player makes the 8 on-the-break and scratches the cue ball, the opponent then has the same options mentioned earlier. This seems fairer to the inexperienced player and makes you

shoot for your 10. The League Coordinator for awards purposes will track 8-ball breaks.

- B. Play will be alternate shot. There will be one coaching per game per team which will not be any longer than 5 minutes.
- C. You may sub in and out on your match as long as that person doesn't play the same person twice.
- D. Weekly fee is \$24 for each team
- E. If a team drops out in the first half of the schedule, those teams that have already played the dropped team, will keep their pts and the teams that have not played the dropped team will get their team average. Each team will receive 120 bye pts for the dropped team in the 2nd half of the session. Each team will still have to pay for that week in order for it to qualify for a week earned.
- F. You will have to pay for Bye weeks so it will count as a week. Those people who are original players will get credit for the bye week.
- G. Each team will play a double header each week. Play the same team twice each night.

Questions concerning the policies, procedures, and guidelines established for the River City Billiard Association by the charterholder NTS should be directed to Nancy Hodges or Dot Cyr @ 592-1555.

90% HANDICAP CHART

<u>1 X 90%</u>	<u>1</u>
<u>2 X 90%</u>	<u>2</u>
<u>3 X 90%</u>	<u>3</u>
<u>4 X 90%</u>	<u>4</u>
<u>5 X 90%</u>	<u>5</u>
<u>6 X 90%</u>	<u>5</u>
<u>7 X 90%</u>	<u>6</u>
<u>8 X 90%</u>	<u>7</u>
<u>9 X 90%</u>	<u>8</u>
<u>10 X 90%</u>	<u>9</u>
<u>11 X 90%</u>	<u>10</u>
<u>12 X 90%</u>	<u>11</u>
<u>13 X 90%</u>	<u>12</u>
<u>14 X 90%</u>	<u>13</u>
<u>15 X 90%</u>	<u>14</u>
<u>16 X 90%</u>	<u>14</u>

CAP OF 14 POINTS PER ROUND

Example:

Team #1 has 43 pts total team average

Team #2 has 33 pts total team average

43-33=10 which would be 9 points handicap per round for team #2 because they have the lower average.